A MINI PROJECT REPORT on

"Student Notice Board"

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1.INTRODUCTION

Our project is about Student Notice Board system.
Student Notice Board system will bring a lot of impact to education sector. This system has different parts that includes:

1) Admin
2) User
3) Notice Board
4) Dashboard

This is the very important concept that we have created for the education sectors.
It gives an easy platform for the staff to provide or share any information to the students.
The system provides us the facility that each and every member of the institute can login through it such as students, working staff, teachers, principal etc. Apart just have to mention the role of the person while they register.

It is the 100% impactful system in education sector. It is fully computerized and easy to work on it. The system provides the dashboard that stores all the personal info about the user.

Objective of the proposed system: It provides what the current system intense to achieve.
Proposed solution: Provides solutions to the challenges of the manual system.
Feasibility study: Contains factors that used to determine if the system is achievable.
Budget: This part of the system shows the total amount of money to be incurred.
Schedule: This part of system shows the duration taken to develop the system.

1.1 Existing System and Proposed System:

Existing System:

The current system for keeping the records of students are through the paperwork it is so difficult for the staff to maintain all such detail records of the students.

- It is user-friendly.
- If any paper or file get misplace it's too difficult to find it.
- It is difficult to keep whole record safe.
- It is a time-consuming process.

Proposed System:

Now our system will overcome this all drawbacks. It will reduce efforts required to manage all records and notices. All work can be done on just few clicks. The Only need is to fill given forms for retrieving required information such as if we add the department section then it will be so easy for students and the staff to short list the notices department wise. This system will provide facilities like add user notice, delete records, search document records. The system helps to maintain Inventory details and information which is stored securely in the system

1.2 SCOPE OF WORK

The Scope of the Student Notice Board is limited only for education sector. This system helps the system for easy working. This system is very user -friendly and makes the limited Interface of the user and hence makes the overall system Efficient and fast. This system store and display the student in a single login. It is totally the institute friendly system.

This Student Notice Board system have two characters

- ADMIN:

  The actor admin has the whole control and access over the system. Adding the notice, deleting it, editing it, view the whole admin panel.

- USER:

  The actor user can login and can view all the notices that are shared by the admin in the dashboard. Rather than that je can view.

1.3 Operating Environment:

HARDWARE:

Sr No.	Name of Resource/ Material	specifications	Quantity
1.	Processor	Corei5 7th/ 1tb HDD & 120GB SSD/ nvidea 4GB graphics card	1
2.	Primary Memory	8GB	1
3.	Operating System	64-bit	1
4.	Computer System	Windows 10	1

SOFTWARE:

1.	Software Required	Sublime Text 3 JDK 1.8.0.0 Decoder	1
2.	Front End	HTML CSS Bootstrap	-
3.	Back End	JAVA	-
4.	Data Base	MY SQL	-

1.4 Detail Description of Technology Used:

JAVA:

Java is a general-purpose, object-oriented programming language developed by SunMicrosystems of USA in 1991.Originally called Oak by James Gosling (one of the inventor of the language). Java was invented for the development of software for cunsumer electronic devices like TVs, tosters, etc. The main aim had to make java simple, portable and reliable.

Java Authors: James , Arthur Van , and others. Java is a highlevel, third generation programming language, like C, FORTRAN, Smalltalk, Perl, and many others. You can use Java to write computer applications that play games, store data or do any of the thousands of other things computer software can do. Compared to other programming languages, Java is most similar to C. However although Java shares much of C's syntax, it is not C. Knowing how to program in C or, better yet, C++, will certainly help you to learn Java more quickly, but you don't need to know C to learn Java. A Java compiler won't compile C code, and most large C programs need to be changed substantially before they can become Java programs. What's most special about Java in relation to other programming languages is that it lets you write special programs called applets ,web project etc. that can be downloaded from the Internet and played safely within a web browser. Java language is called as an ObjectOriented Programming language and before beginning for Java, we have to learn the concept of OOPs(Object-Oriented Programming).

In the commercial world, we use Java 2 Enterprise Edition (J2EE) to solve business problems, to develop commercial software, or to provide contract services to otherbusinesses' projects. If a company wants to build an e-business Website using a multitier architecture, it usually involves managers, architects, designers, programmers, testers, and database experts throughout the development lifecycle.

MySQL:

MySQL is the world's most used open source relational database management system (RDBMS) as of 2008 that runs as a server providing multi-user access to a number of databases.The MySQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now owned by Oracle Corporation. MySQL is a popular choice of database for use in web applications, and is a central component of the widely used LAMP open source web application software stack (and other 'AMP' stacks). LAMP is an acronym for "Linux, Apache, MySQL, Perl/PHP/Python." Free-software-open source projects that require a full-featured database management system often use MySQL.

Interfaces

MySQL is a relational database management system (RDBMS), and ships with no GUI tools to administer MySQL databases or manage data contained within the databases. Users may use the included command line tools, or use MySQL "front-ends", desktop software and web applications that create and manage MySQL databases, build database structures, back up data, inspect status, and work with data records. The official set of MySQL front-end tools, MySQL Workbench is actively developed by Oracle, and is freely available for use.

Graphical

The official MySql Workbench is a free integrated environment developed by MySQL AB, that enables users to graphically administer MySQL databases and visually design database structures. MySQL Workbench replaces the previous package of software, MySQL GUI Tools. Similar to other third-party packages, but still considered the authoritative MySQL front end, MySQL Workbench lets users manage database design & modeling, SQL development (replacing MySQL Query Browser) and Database administration (replacing MySQL Administrator).
MySQL Workbench is available in two editions, the regular free and open source *Community Edition* which may be downloaded from the MySQL website, and the proprietary *Standard Edition* which extends and improves the feature set of the Community Edition.

1.5 FEASIBILITY STUDY

A short assessment of the new system will be carried out to determine whether the new system can effectively meet the specified requirements of the organization. The study will be carried out to establish whether the direction and the requirement of the project are feasible. It analyses whether it is worth to commit the resources to the computerization of any area of the school operations and whether it is worth doing operations with a computer system. The study was aim at.

- Measuring how beneficial or partial the development of the new system of the new information management system will be to the organization.
- To outline the present problem and summarize it in terms of cost.
- To allow the organization management of the school to decide whether to commit resources to the project by showing whether a fully system study appears to be justified.

During the feasibility study of the organization the following areas were looked into;

Technical Feasibility:

The study was to measure the predictability of the technical solution and whether the organization possess the necessary technology to solve the problem as projected. It also measured whether there is enough technical expertise in the organization so as to develop the suggested solution. The possibility that the organization has or can procure the necessary resources will also be checked. It is found out that the existing manual system would not be used hence new hardware and relevant software is to be acquired. Man power was lacking in the organization which was also to be acquired.

Economic Feasibility:

This will be conducted to find how cost effective the system to be implemented will be. The following questions are expected to be addressed under Economic feasibility study.

- What benefits will the candidate system provide compared to the current system?
- How much will the candidate system cost?

The following will be considered when evaluating the candidate system.

- System development cost.
- Hardware and software cost.
- Maintenance cost after installation.
- User time for testing and training.

Operational Feasibility:

The feasibility is carried out to measure how well the new system will work in the organization and the willingness and desire of the users and how they feel about the system. I expect the stakeholders to be interested in the system that is easy to operate, make few or no errors, desired information and fall within the objectives of the organization.

2.PROPOSED SYSTEM

2.1 Proposed System:

- In the proposed system all the parameter are considered to maintain neat and easier solution.
- Our system will overcome this all drawbacks. It will reduce efforts required to manage all records and notices.
- The main parameter we are going to add is department.
- The Only need is to fill given forms for retrieving required information.
- When the admin or the user will add his department will get differentiate according through it.
- It helps the students as well as staff to receive faster notice.

2.2 Objective of System:

- It is very user-friendly and having added more features.
- It is fully computerized and easy to access.
- To integrate our students.
- To develop global partnership.
- Wastage of energy is avoided.
- Provide security to data.
- Wastage of time is avoided.
- Reduce manpower.
- Decrease manual mistakes.
- Easy maintenance of Import and Export document.

2.3 User Requirement:

2.3.1: Functional Requirements

- software engineering, a functional requirement defines a function of a software system or its component.
- A function is described as a set of inputs, the behavior, and outputs.
- Functional requirements may be calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish. Behavioural requirements describing all the cases where the system uses the functional requirements are captured in use cases.
- Functional requirements are supported by non-functional requirements (also known as quality requirements), which impose constraints on the design or implementation (such as performance requirements, security, or reliability). Generally, functional requirements are expressed in the form "system must do <requirement>", while non-functional requirements are "system shall be <requirement>". The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture.
- As defined in requirements engineering, functional requirements specify particular results of a system. This should be contrasted with non-functional requirements which specify overall characteristics such as cost and reliability. Functional requirements drive the application architecture of a system, while non-functional requirements drive the technical architecture of a system.

2.3.2: Non-Functional Requirements

Product Requirements

- Usability requirements

Usability is the ease of use and learns ability of a human-made object. The object of use can be a software application, website, book, tool, machine, process, or anything a human interacts with. A usability study may be conducted as a primary job function by a usability analyst or as a secondary job function by designers, technical writers, marketing personnel, and others. Usability includes methods of measuring usability, such as needs analysis and the study of the principles behind an object's perceived efficiency or elegance. In human computer interaction and computer science, usability studies the elegance and clarity with which the interaction with a computer program or a web site (web usability) is designed. Usability differs from user satisfaction and user experience because usability also considers usefulness.

- Reliability requirements

Reliability deals with the study, evaluation, and lifecycle management of reliability: the ability of a system or component to perform its required functions under stated conditions for a specified period of time. Reliability engineering is a sub-discipline within systems engineering. Reliability is theoretically defined as the probability of failure, the frequency of failures, or in terms of availability, a probability derived from reliability and maintainability. Maintainability and maintenance may be defined as a part of reliability engineering. Reliability plays a key role in cost-effectiveness of systems.

- Portability requirements

Portability in high-level computer programming is the usability of the same software in different environments. The pre requirement for portability is the generalized abstraction between the application logic and system interfaces.

When software with the same functionality is produced for several computing platforms, portability is the key issue for development cost reduction.

Transferring installed program files to another computer of basically the same architecture. Reinstalling a program from distribution files on another computer of basically the same architecture.

- Efficiency requirements

Resource consumption for given load describes efficiency of product and web site.

- Performance requirements

Performance metrics include availability, response time, channel capacity, latency, completion time, service time, bandwidth, throughput, relative efficiency, scalability, performance per watt, compression ratio, instruction path length and speed up.

- Short response time for a given piece of work
- High throughput (rate of processing work)
- Low utilization of computing resource(s)
- High availability of the computing system or application
- Fast (or highly compact) data compression and decompression High bandwidth / short data transmission time.

Organizational Requirements

- Implementation requirements

Implementation is the realization of an application, or execution of a plan, idea, model, design, specification, standard, algorithm, or policy.

An implementation is a realization of a technical specification or algorithm as a program, software component, or other computer system through programming and deployment. Many implementations may exist for a given specification or standard. For example, web browsers contain implementations of World Wide Web Consortium – recommended specifications, and software development tools contain implementations of programming languages.

- Standard requirements

The project should be developed as per standard format specified by IEEE.

Typical platforms include a computer architecture, operating system, programming languages and related user interface. The product should be developed as per client's standard requirements.

External Requirements

- Interoperability requirements

Interoperability is a property of a product or system, whose interfaces are completely understood, to work with other products or systems, present or future,
without any restricted access or implementation.

The IEEE Glossary defines interoperability as:
the ability of two or more systems or components to exchange information and to use the information that has been exchanged.

- Legislative requirements

In the proprietary software industry, an end-user license agreement or software license agreement is the contract between the licensor and purchaser, establishing the purchaser's right to use the software. The license may define ways under which the copy can be used. Software companies often make special agreements with large businesses and government entities that include support contracts and specially drafted warranties.

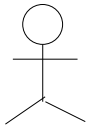
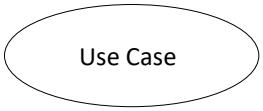
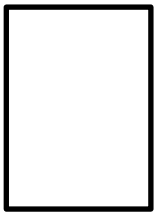
- Privacy requirements

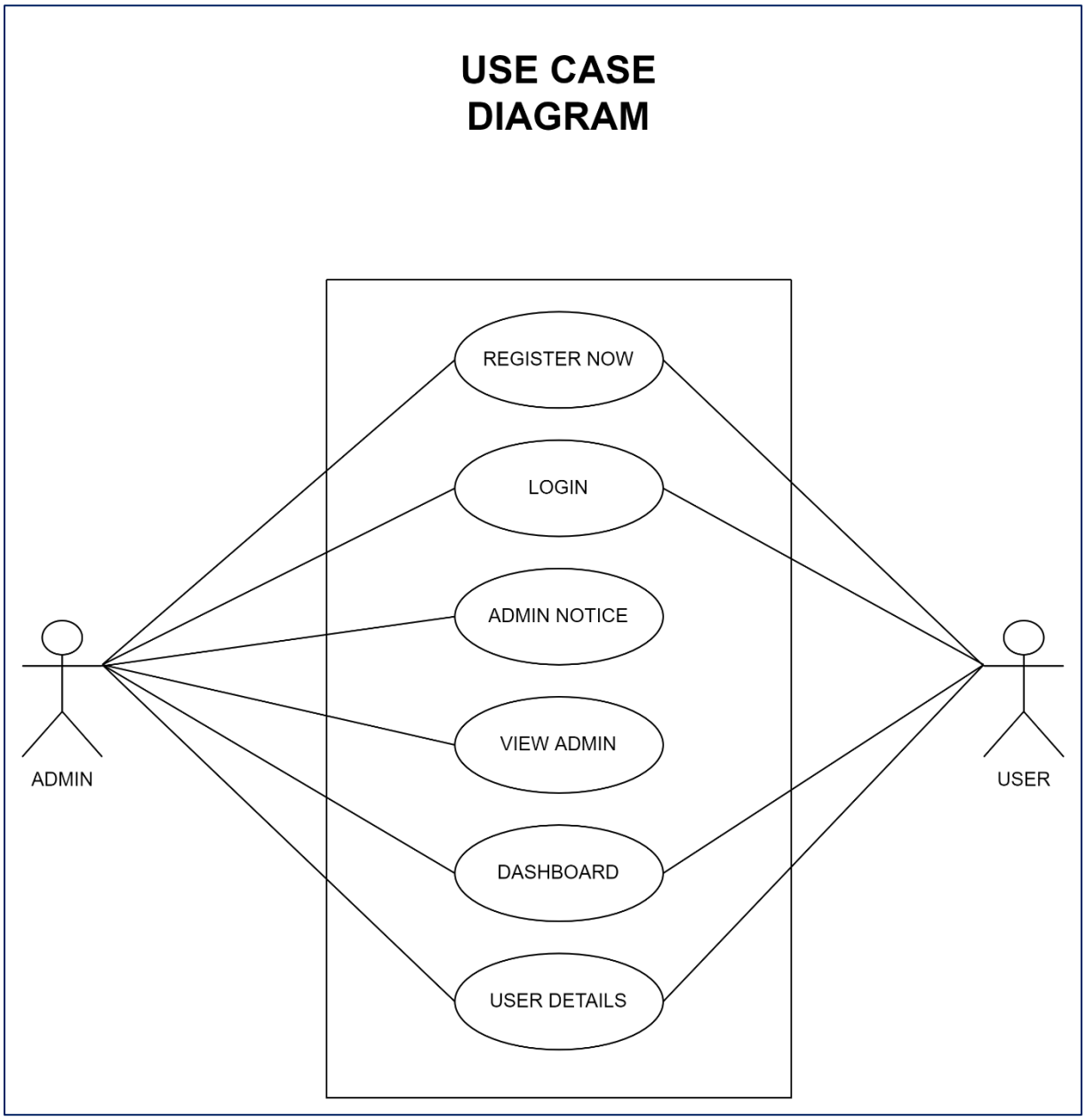
The term "privacy" means many things in different contexts. Different people, cultures, and nations have a wide variety of expectations about how much privacy a person is entitled to or what constitutes an invasion of privacy. Privacy is the ability of an individual or group to seclude themselves or information about themselves and thereby reveal themselves selectively. The boundaries and content of what is considered private differ among cultures and individuals, but share basic common themes. Privacy is sometimes related to anonymity, the wish to remain unnoticed or unidentified in the public realm.

3.ANALYSIS & DESIGN

3.1 USE CASE DIAGRAMS

A use case defines behavioral features of a system. Each use case is named using a verb phase expresses a goal of the system. A use case diagram shows a set of use cases and actors &their relationships. Use case diagrams address the static use case view of a system. These diagrams are especially important in organizing and modeling the behaviors of a system. It shows the graphical overview of functionality provided by the system intents actor.

Symbol	Symbol Name	Represents
	Actor	It represents a role that human, hardware device or another system plays when it communicates with the system.
	Use Case	It is the description of set of sequences of actions. It represents an action performed by a system.
	Communication Link	Actors may be connected to use cases by associations, indicating that the actor and the use case communicate with one another using message.
	System Boundary	For large and complex systems, each module may be the system boundary. The entire system can span all of these modules depicting the overall system boundary.


USE CASE
DIAGRAM
REGISTER NOW
LOGIN
ADMIN NOTICE
VIEW ADMIN
DASHBOARD
USER DETAILS
ADMIN
USER

3.2 DATA FLOW DIAGRAM

Data flow diagram is used to represent data & processes that manipulate it. The data flow diagram enables the software engineer to develop the model of information domain & functional domain at same time. As the DFD is refined into greater levels of details, the analyst performs implicit functional decomposition of the system.

A data flow Diagram (DFD) is one of the popular graphical tools uses to depict the flow of data through a system. DFD shows the processes, data stores, data flow & the source & destination entries. A few simple guidelines can aid immeasurably during derivation of data flow diagram.

1. The level 0 DFD should depict the system as a single bubble.
2. The primary input & output should be carefully noted.
3. Refinement should being by isolating candidate processes, data object &Stores to be represented at the next level.
4. All arrows & bubbles should be labelled with meaningful names.
5. Information flow continuity must be maintained from level to level. One bubble at time should be refined.

TYPES OF DFD's:

There are two types of DFD's as follows: -
1). Physical DFD's
2). Logical DFD's

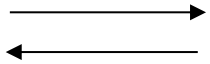
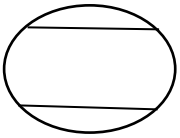
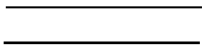
1). Physical DFD's: Physical DFD's depict the physical elements like people, report, documents, departments etc. Physical DFD's shows an implementation dependent view of the system.

2). Logical DFD's: Logical DFD's depict the logical elements like data process & events those are abstract than physical DFD's. Logical DFD's shows an implementation independent view of the system**.**

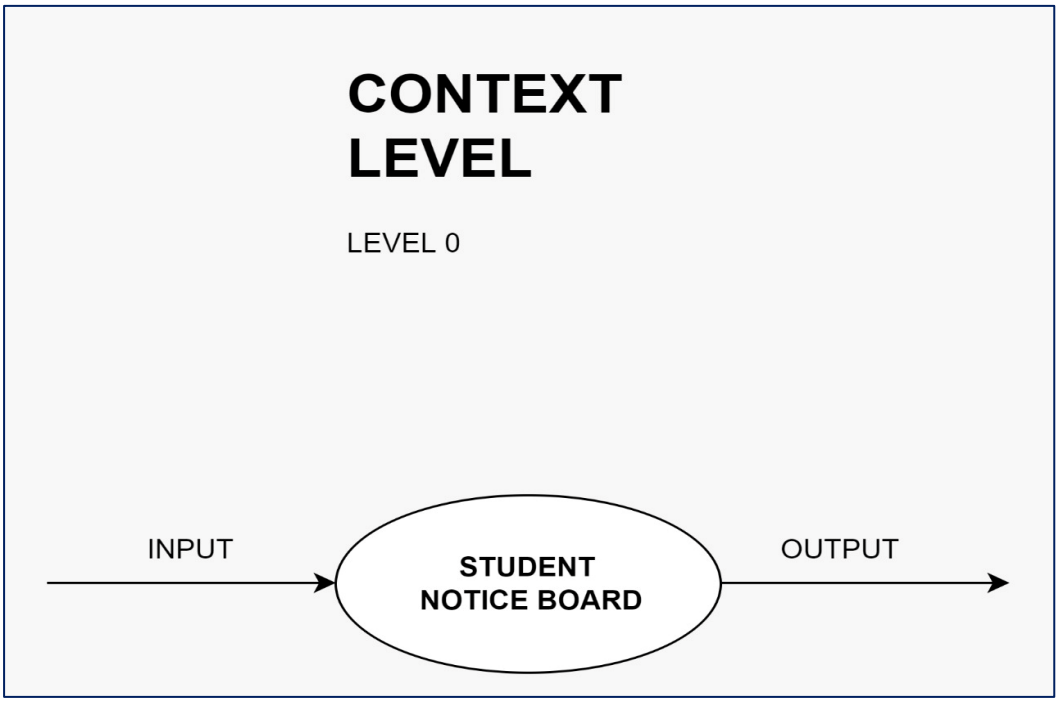
CONTEXT DIAGRAM:

The top-level diagram is called as a ‘context diagram’. Context diagrams contain single process, but it plays a very important role in studying the current system. Context diagram is constructed to show the highest level model of the system. This is the most general or broadcast picture of the current system. They are too representing the scope or boundaries of the system. Their purpose is identifying what is to include in the system under study.

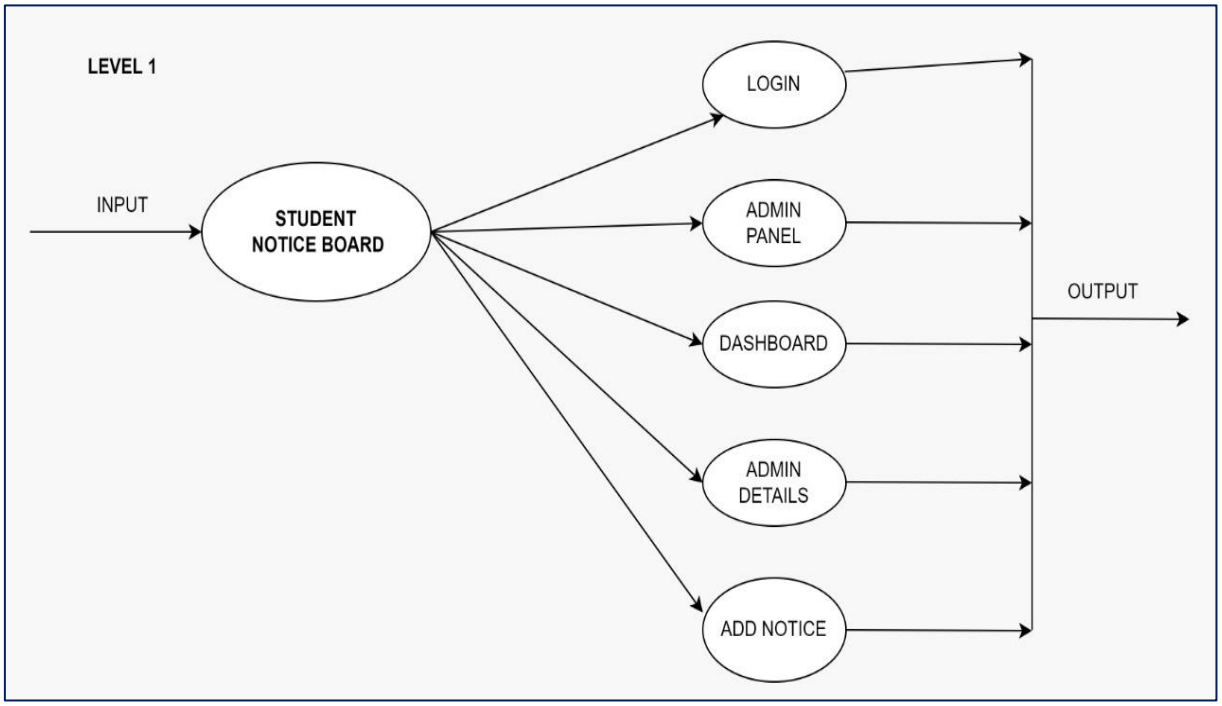
1). Symbol Used for Data Flow Diagram:

Symbol	Symbol Name	Represents
	External Entity	A Source or destination of data which is external system.
	Data Flow	It is a packet of data. It may be in the form of document, letter, telephone call etc.
	Process	Here flow of data transferred.
	Data Store	Any store data but with no difference to physical method of storing.

LEVEL 0:

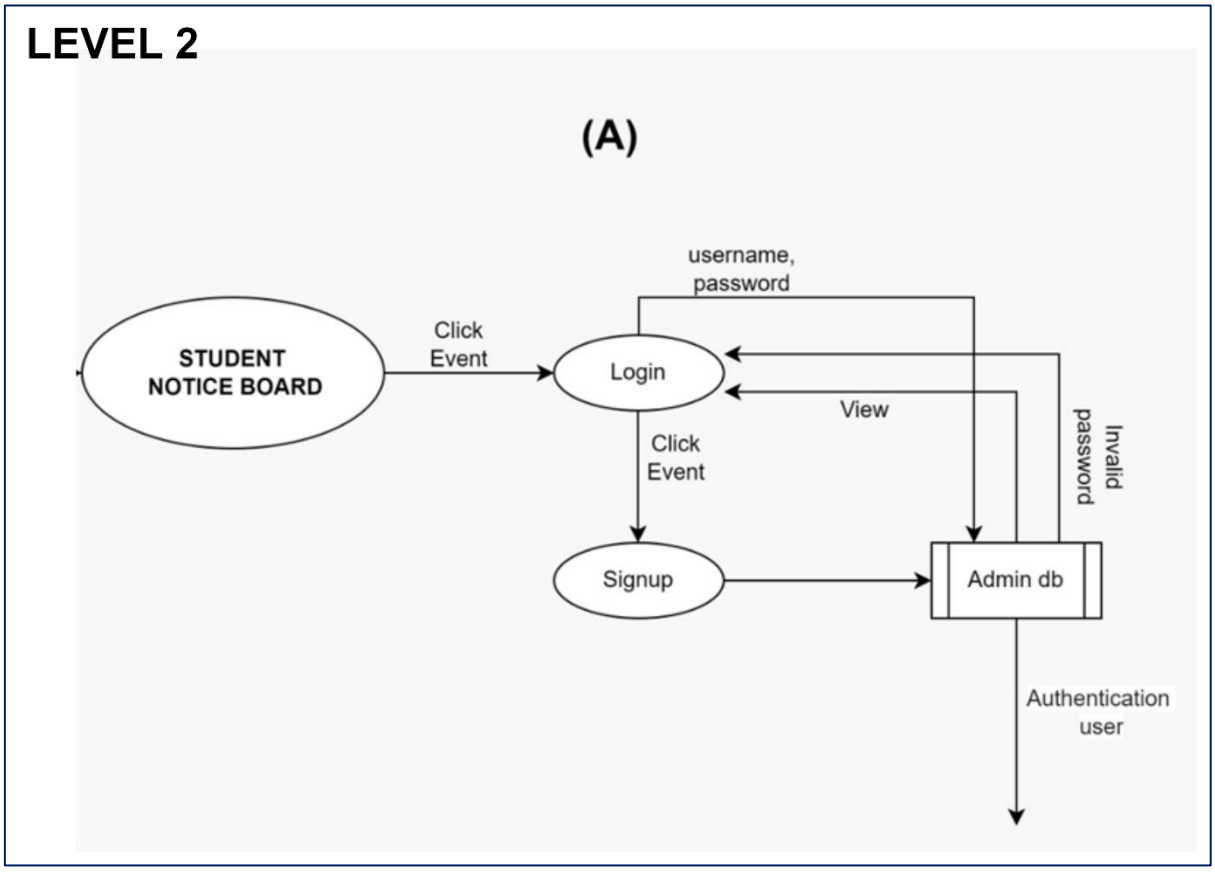


LEVEL 1:

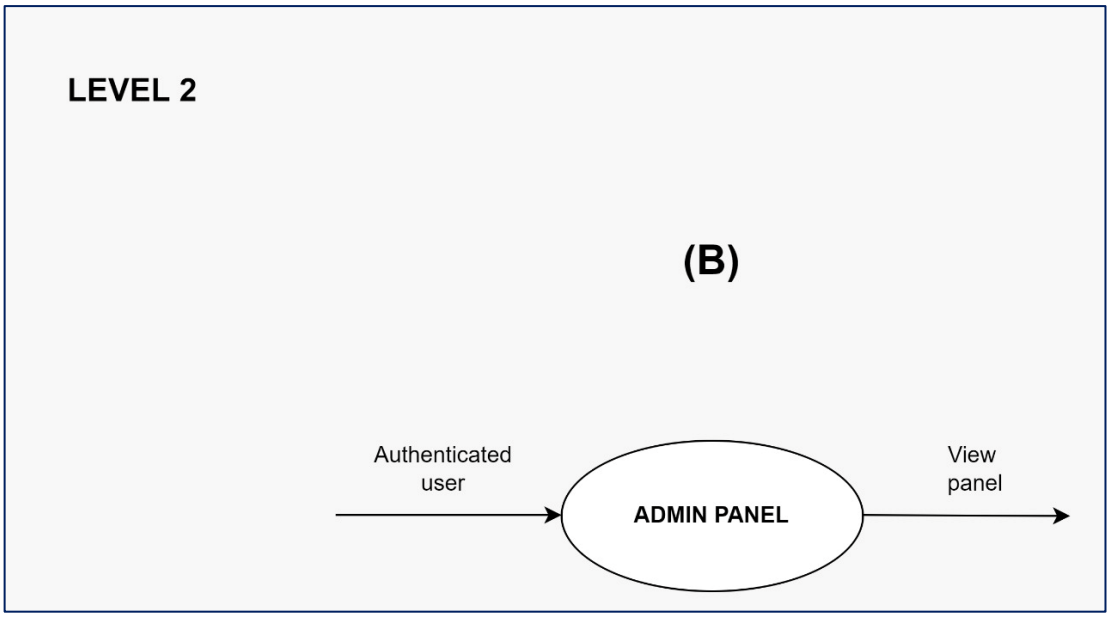


LEVEL 2:

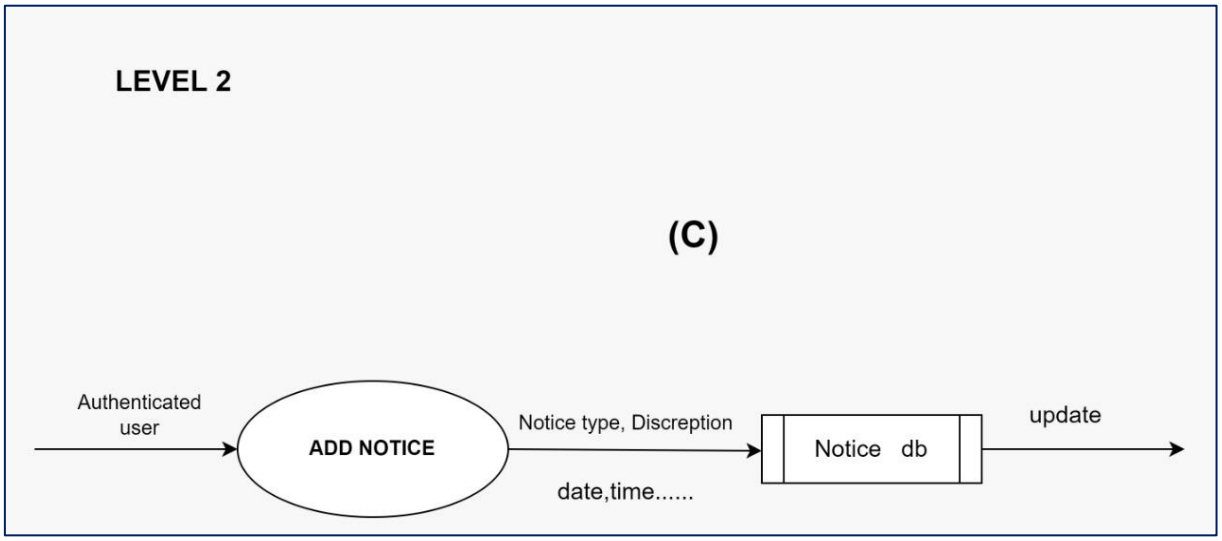
(A)


LEVEL 2
(A)
username,
password
STUDENT
NOTICE BOARD
Click
Event
Login
View
Invalid
password
Click
Event
Signup
Admin db
Authentication
user

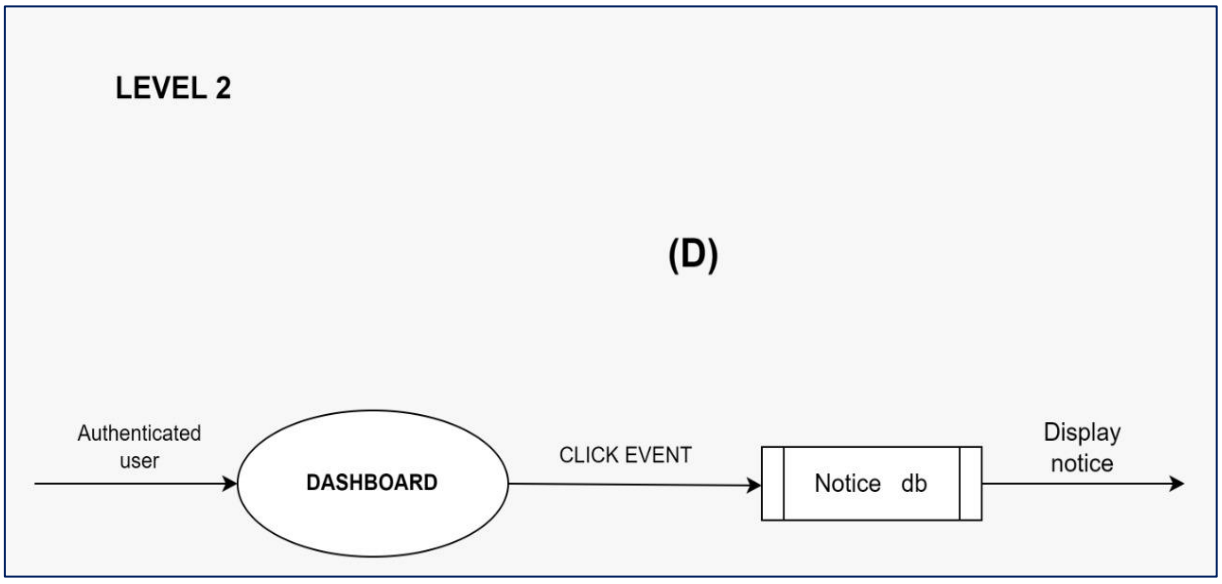
(B)


LEVEL 2
(B)
Authenticated
user
ADMIN PANEL
View
panel

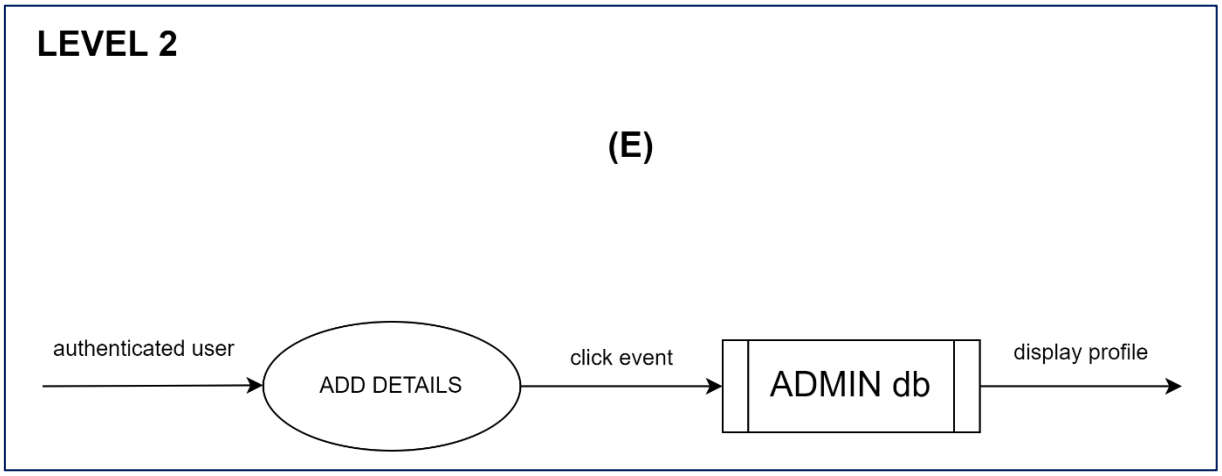
(C)


LEVEL 2
(C)
Authenticated user
ADD NOTICE
Notice type, Discreption
date,time.....
Notice db
update

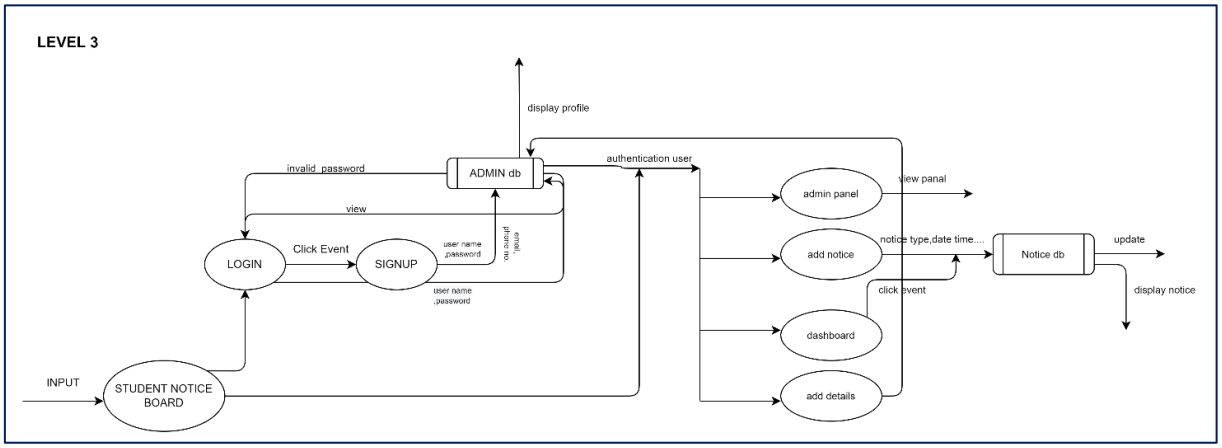
(D)


LEVEL 2
(D)
Authenticated user
DASHBOARD
CLICK EVENT
Notice db
Display notice

(E)


LEVEL 2
(E)
authenticated user
ADD DETAILS
click event
ADMIN db
display profile

LEVEL 3:


LEVEL 3
display profile
invalid password
ADMIN db
authentication user
view
LOGIN
Click Event
SIGNUP
user name ,password
admin panel
view panal
add notice
notice type,date time....
Notice db
update
click event
display notice
dashboard
INPUT
STUDENT NOTICE BOARD
add details

3.3 ENTITY RELATIONSHIP DIAGRAMS

E-R DIAGRAM

SYMBOL USED IN E-R DIAGRAM:

The E-R model uses few basic concepts in producing an E-R diagram.

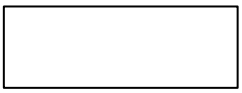
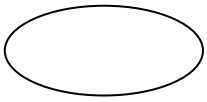
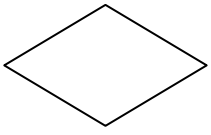
These concepts are: -
1) Entity
2) Relationship
3) Attribute

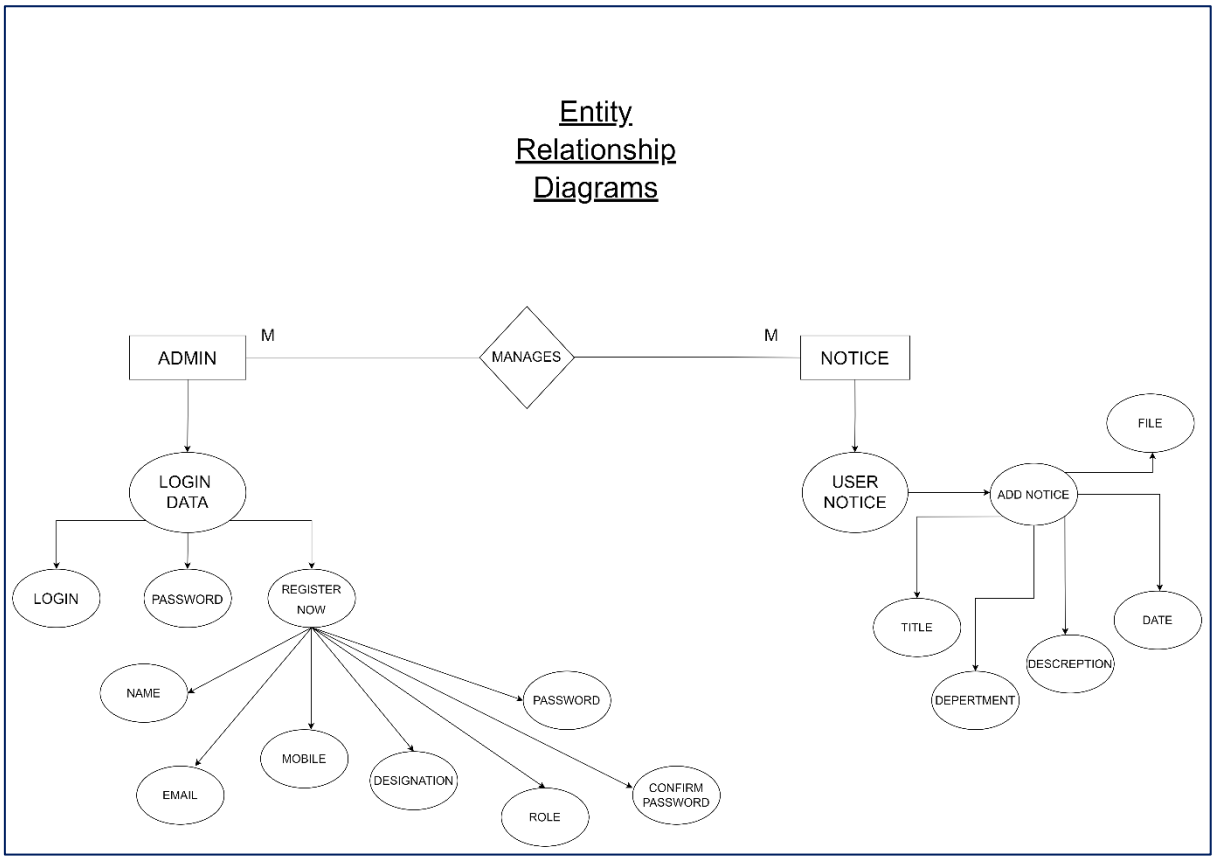
1). Entity: An entity is an object or anything, which is distinguishable from objects.

2). Relationship: A relationship is meaningful association, a linking or connection between entities.

3). Attribute: An attribute is any aspect quality or description of either an entity or relationship.

SYMBOL FOR E-R DIAGRAM:

Symbols	Symbol Name	Represents
	Rectangle	Entity Set
	Ellipse	Attribute
	Diamond	Relationship Set
	Line	Links between two Entity Set

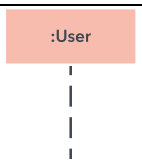

Entity
Relationship
Diagrams
ADMIN
M
MANAGES
M
NOTICE
LOGIN
DATA
LOGIN
PASSWORD
REGISTER
NOW
NAME
EMAIL
MOBILE
DESIGNATION
ROLE
PASSWORD
CONFIRM
PASSWORD
USER
NOTICE
ADD NOTICE
FILE
TITLE
DEPERTMENT
DESCREPTION
DATE

3.4 SEQUENCE DIAGRAMS

A sequence diagram is a type of interaction diagram because it describes how—and in what order—a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process. Sequence diagrams are sometimes known as event diagrams or event scenarios.

Basic symbols and components

To understand what a sequence diagram is, you should be familiar with its symbols and components. Sequence diagrams are made up of the following icons and elements:

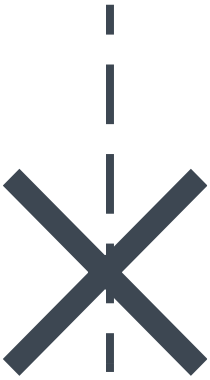
SYMBOL	NAME	DISCRIPTION
	Object symbol	Represents a class or object in UML. The object symbol demonstrates how an object will behave in the context of the system. Class attributes should not be listed in this shape.
	Activation box	Represents the time needed for an object to complete a task. The longer the task will take, the longer the activation box becomes.
	Actor symbol	Shows entities that interact with or are external to the system.
	Lifeline symbol	Represents the passage of time as it extends downward. This dashed vertical line shows the sequential events that occur to an object during the charted process. Lifelines may begin

		with a labeled rectangle shape or an actor symbol.
	Alternative symbol	Symbolizes a choice (that is usually mutually exclusive) between two or more message sequences. To represent alternatives, use the labeled rectangle shape with a dashed line inside.

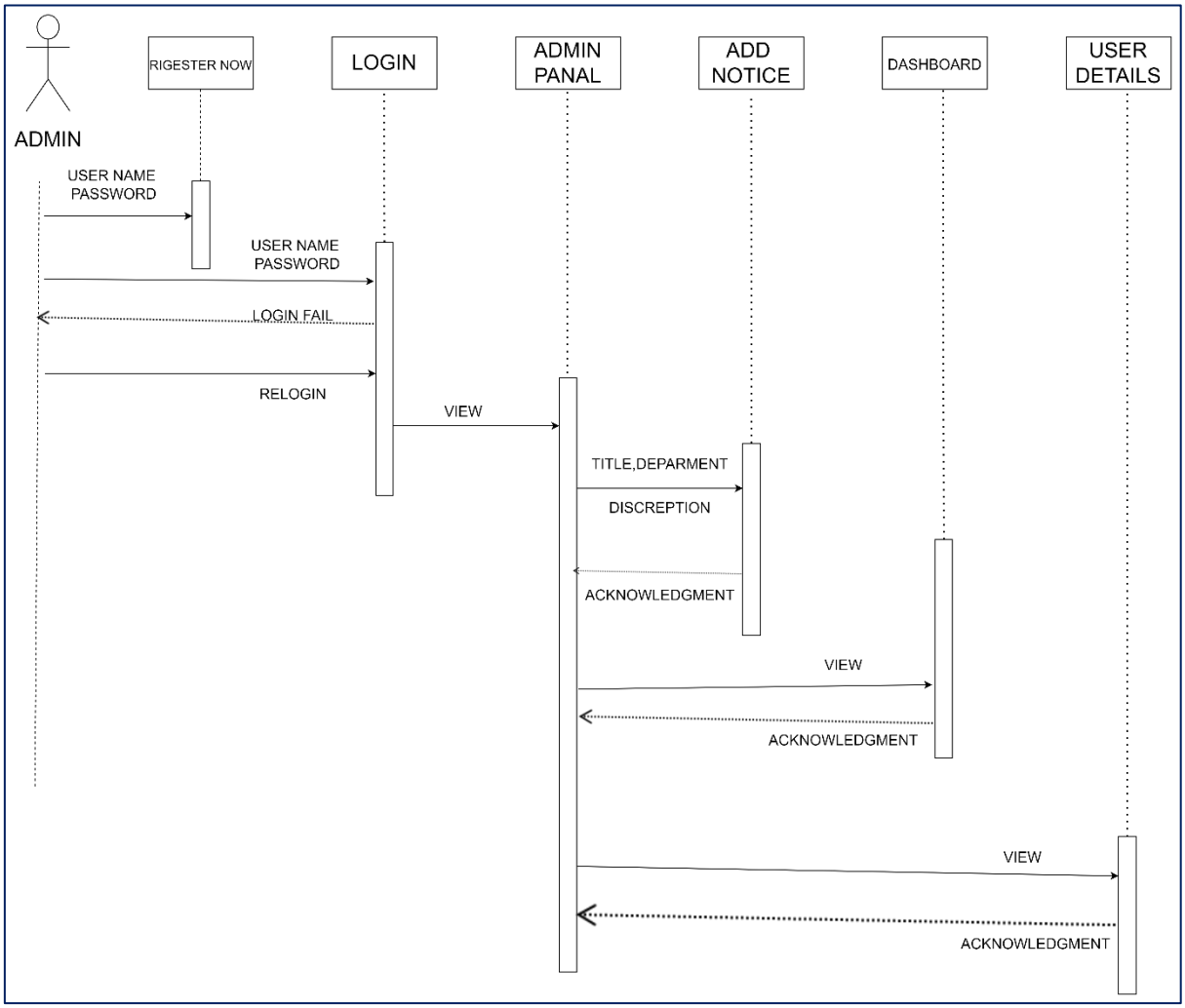
Common message symbols

Use the following arrows and message symbols to show how information is transmitted between objects. These symbols may reflect the start and execution of an operation or the sending and reception of a signal.

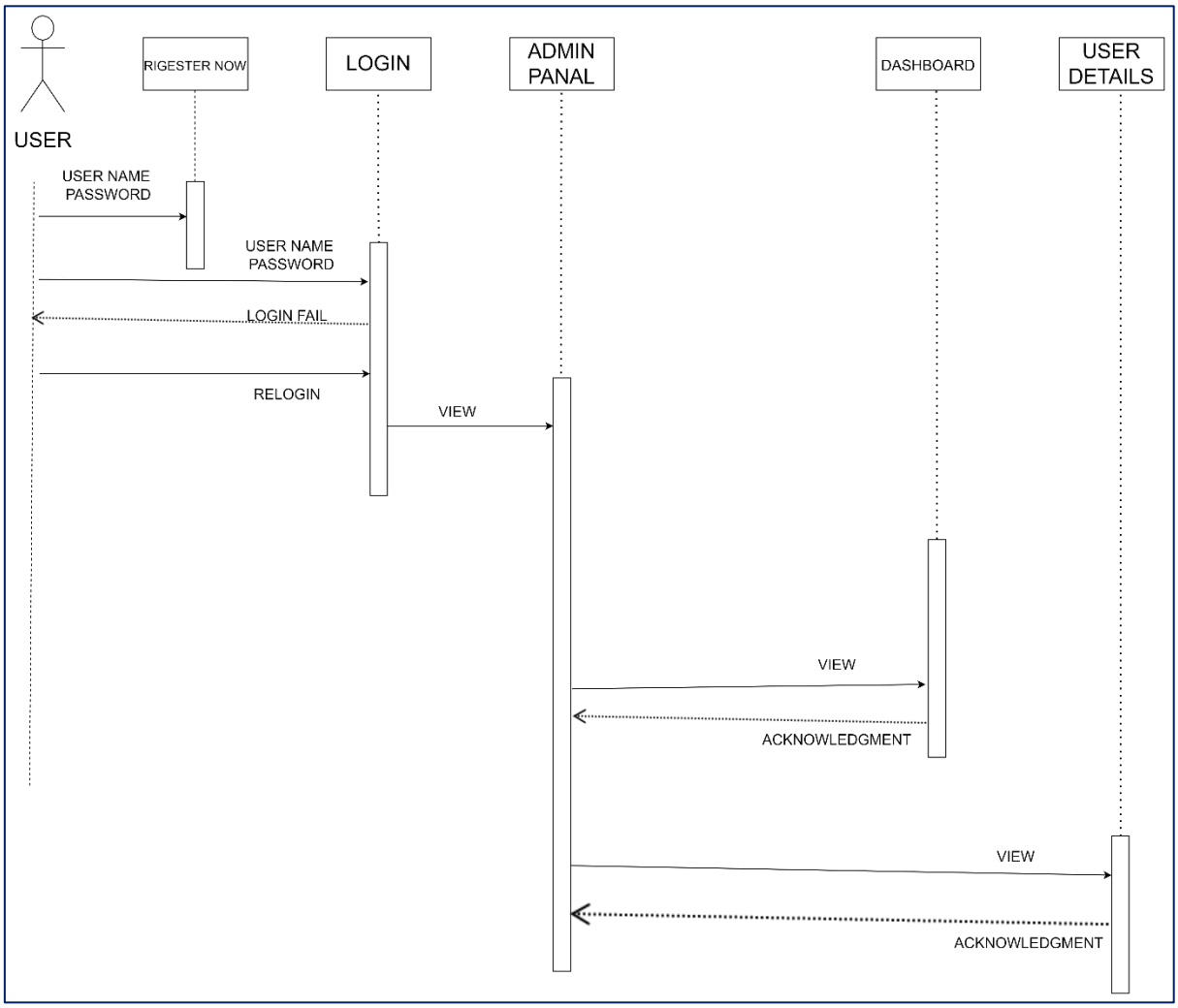
SYMBOL	NAME	DISCREAPTION
	Synchronous message symbol	Represented by a solid line with a solid arrowhead. This symbol is used when a sender must wait for a response to a message before it continues. The diagram should show both the call and the reply.
	Asynchronous message symbol	Represented by a solid line with a lined arrowhead. Asynchronous messages don't require a response before the sender continues. Only the call should be included in the diagram.

	Asynchronous return message symbol	Represented by a dashed line with a lined arrowhead.
	Asynchronous create message symbol	Represented by a dashed line with a lined arrowhead. This message creates a new object.
	Delete message symbol	Represented by a solid line with a solid arrowhead, followed by an X. This message destroys an object.

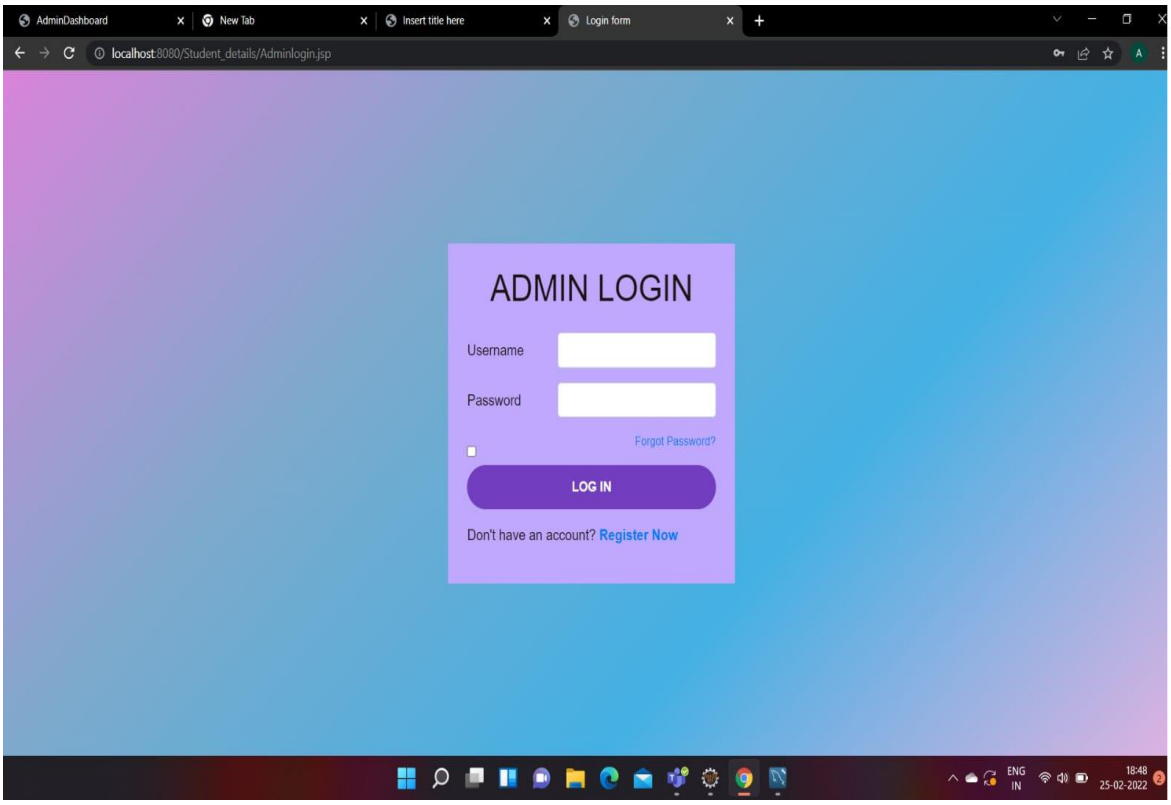
SEQUENCE DIAGRAM F0R ADMIN



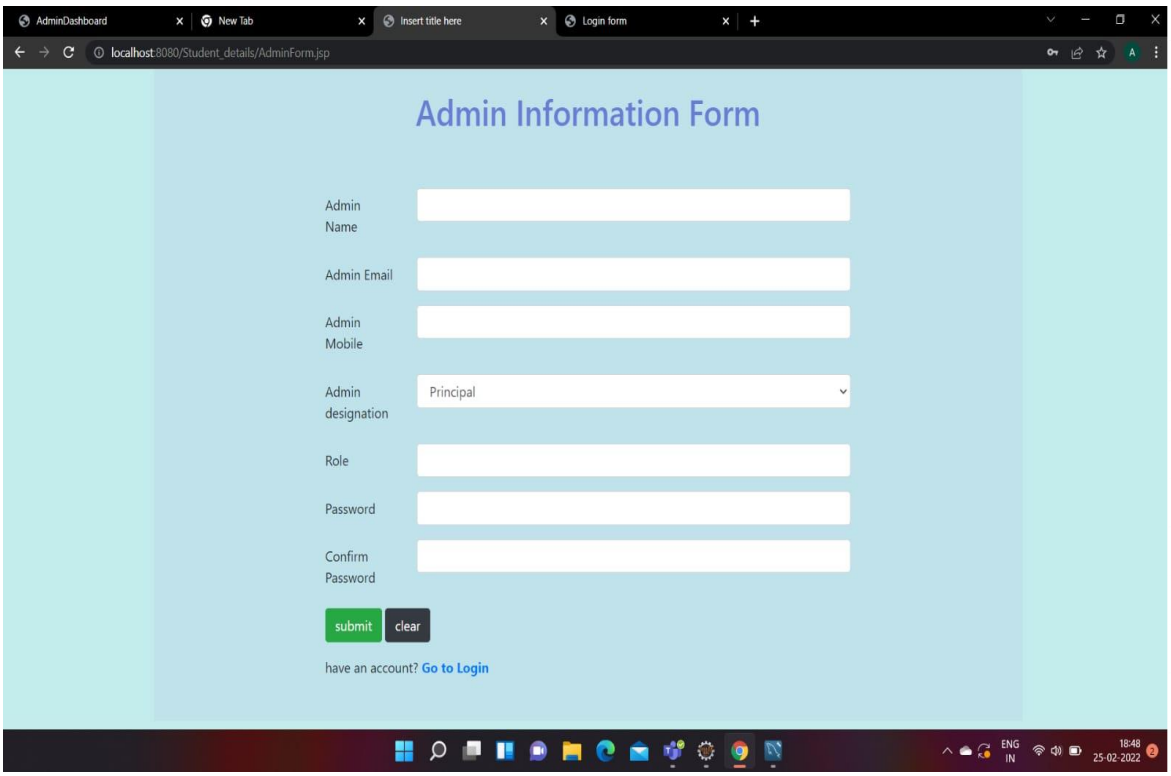
SEQUENCE DIAGRAM F0R USER



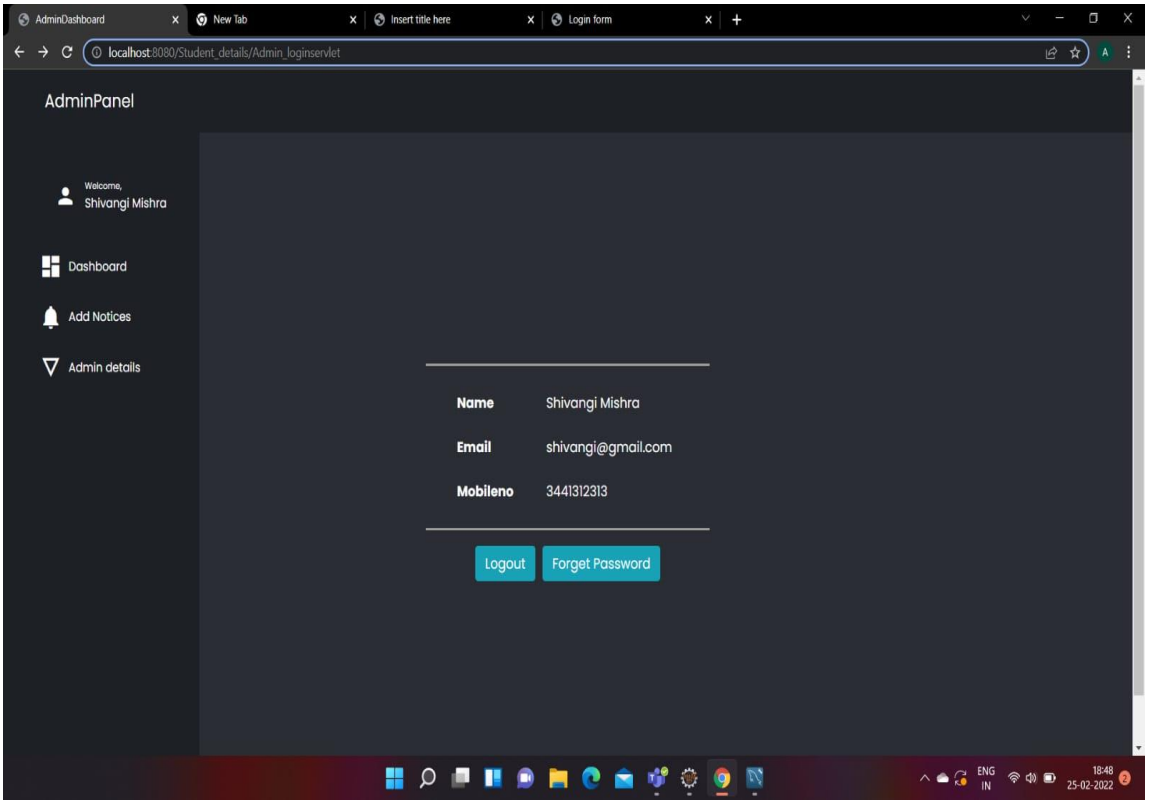
3.5 USER INTERFACE DESIGN (Screens etc.)



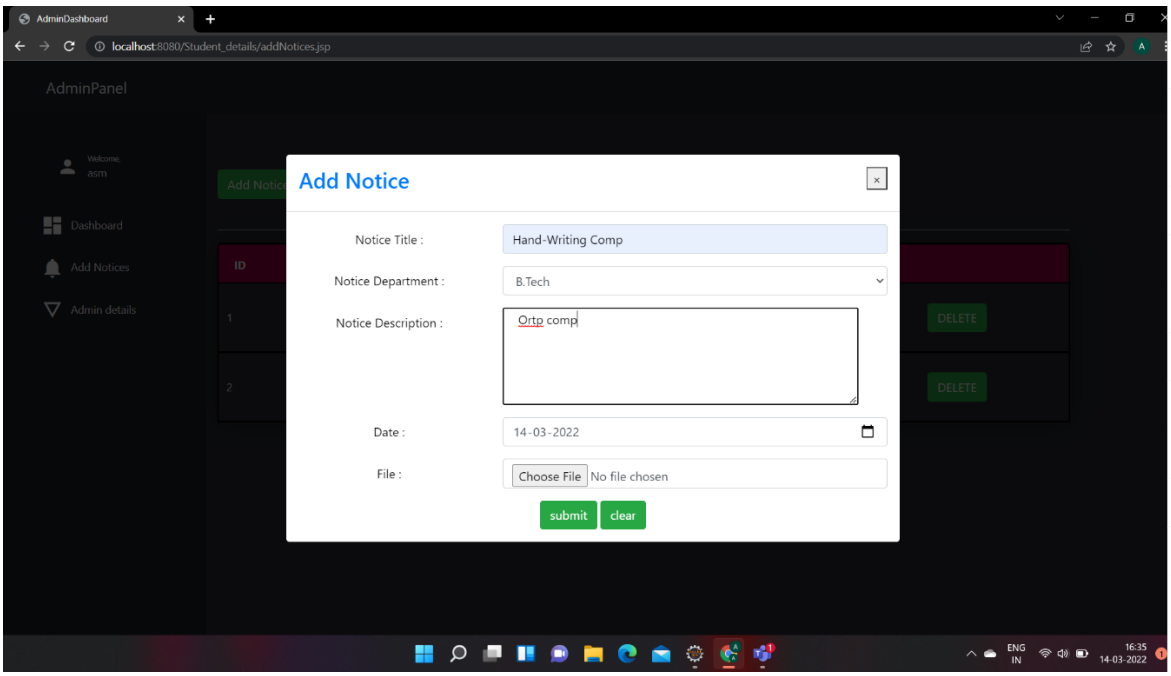
LOGIN PAGE



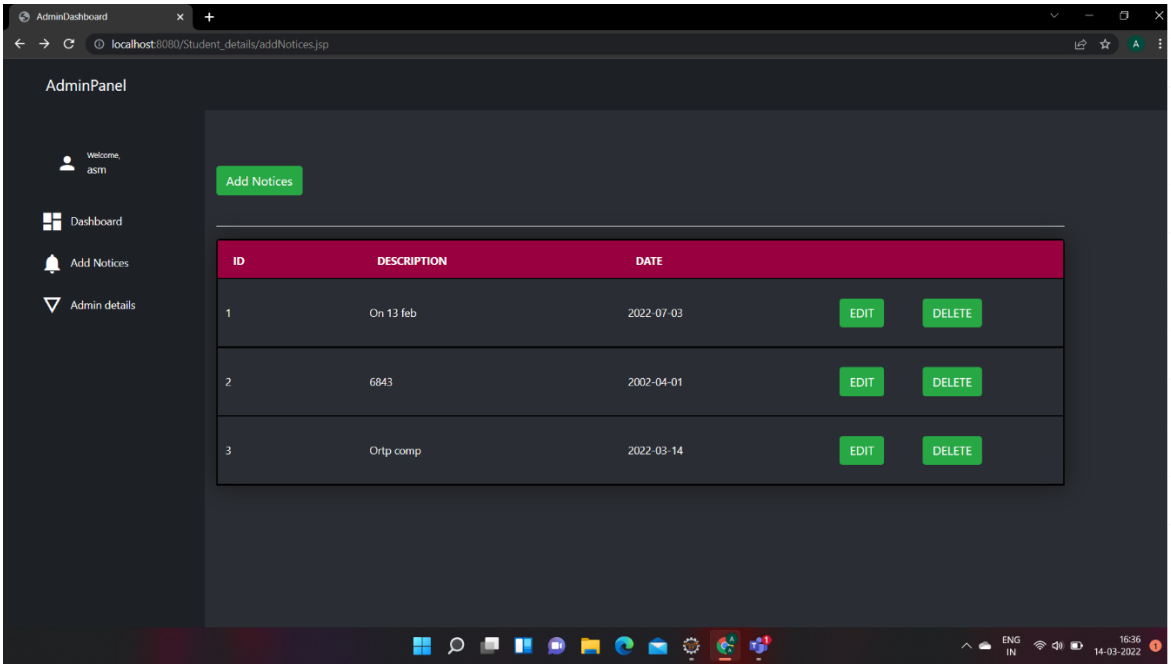
REGISTERATION FORM


AdminDashboard
New Tab
Insert title here
Login form
localhost:8080/Student_details/Admin_loginservlet
AdminPanel
Welcome,
Shivangi Mishra
Dashboard
Add Notices
Admin details
Name
Shivangi Mishra
Email
shivangi@gmail.com
Mobileno
3441312313
Logout
Forget Password
ENG
IN
18:48
25-02-2022

ADMIN PANAL


AdminDashboard
localhost:8080/Student_details/addNotices.jsp
AdminPanel
Welcome
asm
Dashboard
Add Notices
Admin details
Add Notice
Notice Title :
Hand-Writing Comp
Notice Department :
B.Tech
Notice Description :
Ortp comp
Date :
14-03-2022
File :
Choose File
No file chosen
submit
clear
ID
DELETE
DELETE
ENG
IN
16:35
14-03-2022

ADD NOTICE


AdminDashboard
localhost:8080/Student_details/addNotices.jsp
AdminPanel
Welcome,
asm
Dashboard
Add Notices
Admin details
Add Notices
ID
DESCRIPTION
DATE
1
On 13 feb
2022-07-03
EDIT
DELETE
2
6843
2002-04-01
EDIT
DELETE
3
Ortp comp
2022-03-14
EDIT
DELETE
ENG
IN
16:36
14-03-2022

VIEW NOTICE

3.6 TABLE SPECIFICATIONS

Admin Specification Table

Entity Name	Entity type & Size	Constraints	Description
Name	varchar(20)	Not null	name
Email	varchar(60)	Not null	email
Mobile no.	Int(10)	Not null	Mobile no.
Designation	varchar(20)	Not null	designation
Role	varchar(20)	Not null	role
Password	varchar(20)	Not null	password
Confirm Password	varchar(20)	Not null	Confirm password

User Specification Table

Entity Name	Entity type & Size	Constraints	Description
user_id	Int(10)	Not Null	user Id
Username	varchar(20)	Not Null	Username for login
Password	varchar(20)	Not Null	Password for login

3.7 Test Procedures and Implementation

Test Procedure:

The software testing is the critical element of software quality assurance and represents the ultimate review of the software design and coding. The main objective of the testing is to find an error and to uncover the errors that are not yet discovered.

The increasing visibility of software as a system element and the attendant cost associated with a software failure and motivating forces for well planned, through testing. It is no unusual for a software development organization to expand between 30% to 40% of project effort on testing. In the extreme, testing of human related software can cost 3-5 time as much as all other software engineering activities combined. the testing phase involves the testing of the system using various test data, preparation of the test data plays a vital role in the system testing after preparing the test data, error where found and corrected by using the following the testing steps and correction are recorded for future reference. Thus a series of testing is performed on the system before it is ready for implementation.

After completion of system analysis, design and coding through testing of the system was carried out in a systematic approach, the main objectives of the system are

- To ensure that the operations of the system will perform as per the specification.
- To make sure that the system meets the user requirement during the operations.
- To cross check the when correct input are filled into the system output are correct.
- To make sure that during the operation incorrect inputs and the outputs will be detected.

In testing process the number of strategies have been used as mentioned below,

- • Unit Testing
- • Integration Testing
- • Validation Testing
- • Black Box Testing
- • User acceptance Testing

Unit Testing:

Unit testing focuses verification efforts on the smallest unit of the software design. Using the system test plan, prepare in the design phase of the system development as guide, important control path are tested to uncover error within boundary of the module. The interface of each of the module was tested to ensure proper flow of information into and out of the module under consideration. Each module will be tested individually so as to make the individual component error free. Also other attached modules will be error free.

Integration Testing:

Each module will be tested of its effect on other module by integrating the modules. This will remove further errors from the system and may also result in some changes in the individual module.

Validation Testing:

At the culmination of the integration testing the software was completely assembled as package, interfaces have been uncovered, and a final series of software validation testing began. Here we test the system function manner that can be reasonably by the customer ,the system was tested against system requirement specification.

Black Box Testing:

After performing validation testing, the next phase is output test of the system, since no system code is useful if it does not produce the desired output in desired format. By considering the format of the report/output, report/output is generated or displayed and tested.

User Acceptance Testing:

User acceptance testing is used to determine the whether the software is fit for the user to use. The System under consideration was listed for user acceptance by keeping constant touch with the prospective user of the system at the time of design, development and making change whenever required.

Test Case:

Title: Test case for Login.

Objective: To check that user properly logged in.

Test Case Id	Test Type	Test Case Name	Steps to be Followed	Expected Result	Actual Result	Status	Priority
1	The application should be installed properly & Accessible.	Test case for Login	1.Enter Username 2.Enter password 3.Click Login Button	It Shows Main MDI Form	It Shows Main MDI Form	Pass	2
			1.Enter username 2.Click Login Button	Set Focus on password field	Set Focus on password field	Pass	
			1.enter password 2.click Login Button	Set Focus on username field	Set Focus on username field	Pass	

Title: Test case for user Registration.

Objective: To check that how new user properly added.

Test Case Id	Test Type	Test Case Name	Steps to be Followed	Expected Result	Actual Result	Status	Priority
1	The application should be installed properly & Accessible.	Test case for Registration	1.Enter name 2.Enter email 3.Enter role and designation 4.Enter mob no. 5.Enter Password	It shows all field are compulsory Message.	It shows all field are compulsory Message.	Pass	2
2			1.Enter username 2.Enter Password 3.Click Submit Button	It shows these fields accept only Characters.	It shows these fields accept only Characters.	Pass	

3			1.enter mail id 2.click Submit Button	It shows these field should have proper mail ID	It shows these field should have proper mail ID	Pass	

4.USER MANUAL

4.1 USER MANUAL

Although the user interface of the system is constructed in such a way that anyone can use the system if he has the basic knowledge of the operating keyboard and mouse operation of the computer. All pages of the application contain the descriptive links and the buttons that will help the user to perform the required operation.

There are following links/module:

- ADMIN:
  - Admin will have the full authority of the software.
  - Admin will login by using his account.
  - Admin will provide facility to view admin panal.
  - Admin will have to make account of user and edit it.
  - Admin will view/Edit the details.

- USER:
  - User can also login and get the access.
  - User can view the notice.
  - User can also view the dashboard and their own details.

4.2 Operational Manual / Menu Explanation:

❖ Login:

This page is used to login the user in Student Notice Board system. For this user has to enter with the proper id, password and Select his/her Role then only user get Home page otherwise he will get error message as “Login fail…!!!”.

❖ User Registration:

When new user does not have account then through this page he can register himself to the system. The user has to just do one thing that fill all details on registration form. Also every entry should be unique so that the problem of duplication is avoided and there no user with same details in the database.

❖ Change Password:

When user wants to change his password then he is transferred to this page. Here he has to enter user id and has to enter old password then new password then again enter new password for confirmations then click “SAVE BUTTON” then you get message “Password change successfully…”

❖ User Registration Form:

This Form contains the Registration details.

Step1: Click on Register now BUTTON.

Step2: Enter all details as per the form fields.

Step3: You can see the user registration form in tab format i.e.

Personal information, Mail ID.
Step4: Hear you can continuously fill all tabs then click on “Submit

Button”
For Submit form..
Step5: Reset Button for clear all fields of form…

❖ Dashboard:

When we click on the dashboard button user can view or access all the notices stored.
Admin also have the access to view and delete the notice.

❖ Add Notice:

Here we can add the notice. The notice is given in the format

- Title
- Department
- Description
- Date
- File

❖ User Details:

This Button gives the access to user to view all his details.

4.3 Report

Generate Report:

The “REPORT” contains information about the Notice Dashboard, Adding of Notice and User Saved Details etc.

5.LIMITATIONS & FUTURE ENHANCEMENTS OF THE SYSTEM

LIMITATIONS:

The most important limitation of the existing system is its Manual system.

 Drawbacks of the manual system:

1. Time required for validations and updating is more.

2. Accuracy is less and Incomplete also.

3. Checking stock is difficult.

4. Repetition of work is going on.

 FUTURE ENHANCEMENT:

The computerized “purchase, sale &stock control system” is made with the intention to make easy to maintain the records and minimize the drawbacks of the manual System.

 Advantages of computerized system over Manual system are:

1. Computerized system is completely menu driven system, thus usercan operate easily.

2. Time required is very less to make and search the records.

3. Computerized system generates various online records.

4. It reduces the data inconsistency and redundancy.

5. Computerized system is very helpful to display all the records.

6.PROPOSED ENHANCEMENTS

Current system is designed in short amount of time so all functionality are not included in the system. More functionality can be included in the system in feature to help user of the system. There is no department specification for user. SMS message alert will be including in this system to help the admin and user to know the details status about the notices.

7.CONCLUSION

This project work holds a very important place in my life because it has given me my first chance to get a look into the education sector properly. During development of this system module I learn new technologies, which would serve me in future. We have tried our level best to develop a system according to user requirement. The “Student Notice Board” system has been developed with due sincerity and diligence by following standard development practices. The system delivered functionality as required by the user satisfaction. The system has proved for the organization popularity between its admin and user. Also we can’t ignore the drawbacks and limitation of our system and in feature we will make the enhancement on the system. Altogether it was a great experience, and we have learned a lot during system development.

8.BIBLIOGRAPHY

Before and at the time of developing the project following books are feared which gear us seem important guidelines for designing and developing the project and project reports.

8.1 REFERENCE BOOKS

- The complete Reference – Herbert Schildt, Patrick Naughton.
- Java 6 Programming – Black Book – Kogent.
- Core Java Vol.II – Advanced Features – Cay Harstsmann, Gary Cornell.
- Database System Concept– Sudarshan & Silberschath & Korth
- Software Engineering.
- A Practitioner's Approach–Roger .S. Pressman.

8.2 WEBSITES

1. www.roseindia.net
2. www.google.co.in
3. www.wikipedia.com
4. www.tutorialspoint
5. www.mysql.com

11.SAMPLE PROGRAM CODE

```
<%@ page language="java" contentType="text/html; charset=ISO-8859-1"
pageEncoding="ISO-8859-1"%>
<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd" >
<html>
<head>
<meta charset="utf-8"> <meta name="viewport" content="width=device-width,
initial-scale=1, shrink-to-  fit=no">
<link rel="stylesheet"
href="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/css/bootstrap.min.css"
integrity="sha384ggOyR0iXCbMQv3Xipma34MD+dH/1fQ784/j6cY/iJTQUOhcWr7
x9JvoRxT2MZw1Tcrossorigin="anonymous">
<title>Login form</title>
<style>
.sm-container
```

```
{

padding-top: 25px;

padding-left: 25px;

padding-bottom: 25px;

padding-right: 25px;

background-color:rgb(191 168 254);

}

Body

{

font-family: 'Poppins', sans-serif;

font-size: 16px;

background:linear-gradient(-45deg,#e0b3e1,#43b1e3,#7daacc,#da84da);

color:rgb(29, 18, 18); background-color:#009aff;

}

.login-container

{

height: 100vh; width: 100%;
```

```
}

.login-form

{

margin: auto; width: 370px; padding: 15px; max-width: 100%;

}

.login-form .form-control

{

font-size: 15px; min-height: 48px; font-weight: 500;

}

.login-form a

{

text-decoration: none; color:#666;

}

.login-form a:hover

{

color:#723dbe;

}
```

```
.forgot-link

{

font-size: 13px;

}

.form-control:focus

{

border-color:#723dbe; box-shadow: 0 0 0 0.2rem rgba(114,61,190,.25);

}

.btn-custom

{

background: #723dbe;

border-color:#723dbe;

color:#fff; font-size: 15px;

font-weight: 600;

min-height: 48px;

padding: 10px 20px;

}
```

```
.btn-custom:focus, .btn-custom:hover, .btn-custom:active, .btn-

custom:active:focus

{

background: #54229d; border-color: #54229d; color:#fff;

}

.btn-custom:focus

{

box-shadow: 0 0 0 0.2rem rgba(114,61,190,.25);

}

</style>

</head>

<body>

<div class="d-flex justify-content-center align-items-center login-container">

<div class="sm-container">

<form action="Admin_loginservlet" method="post">

 <h1 class="mb-4 font-weight-light text-center text-uppercase">Admin

 Login</h1> <div class="form-group                row">
```

```
<label for="inputusername" class="col-sm-4 col-form-label">Username</label>
<div class="col-sm-8">
<input type="email" name="uname" class="form-control" id="username"
autocomplete="on">
</div>
</div>
<div class="form-group row">
<label for="inputpass" class="col-sm-4 col-form-label">Password</label>
<div class="col-sm-8">
<input type="password" name="upass" class="form-control" id="username"
autocomplete="on">
</div>
</div>
<div class="forgot-link form-group d-flex justify-content-between align-items-
center">
<div class="form-check">
<input type="checkbox" class="form-check-input" id="remember">
```

```
<label class="form-check-label" for="remember">

</label>

</div>

<a href="#">Forgot Password?</a>

</div>

<button type="submit" class="btn btn-primary btn rounded-pill btn btn-custom

btn-block text-uppercase">Log   in</button>

<p class="mt-3 font-weight-normal">Don't have an account? <a

href="AdminForm.jsp">

<strong>Register Now</strong>

</a>

</p>

</form>

</div>

</div>
```

```
<script src="https://code.jquery.com/jquery-3.3.1.slim.min.js"
integrity="sha384q8i/X+965DzO0rT7abK41JStQIAqVgRVzpbzo5smXKp4YfRv
H+8abtTE1Pi6jizo" crossorigin="anonymous">
</script>
 <script
src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.14.7/umd/popper.min.js"
integrity="sha384-
UO2eT0CpHqdSJQ6hJty5KVphtPhzWj9WO1clHTMGa3JDZwrnQq4sF86dIHN
Dz0W1" crossorigin="anonymous">
</script>
 <script>
src="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/js/bootstrap.min.js"
integrity="sha384-
JjSmVgyd0p3pXB1rRibZUAYoIIy6OrQ6VrjIEaFf/nJGzIxFDsf4x0xIM+B07jR
M" crossorigin="anonymous">
</script> </body>
</html>
```